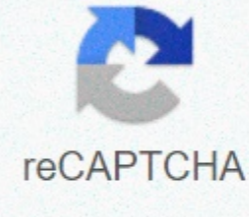




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I'm 30+ hours into the game. Here are some things I thought would be important to know or are answers to questions that may appear: -As someone mentioned above, start the game with stronger monsters as it can be switched off in church at any time. It will require some grinding, but it is more rewarding. The difficulty honestly makes it feel like it's like it was meant to be played out, with you have to put thought into trash mob fights and more thought into head fights.-Metal Slimes run less often now and your evasion is slightly less than it usually is, but as a trade off they require more successes. In addition, Sacred Waters - it cannot - be used to damage them.-Note that when you level up, you will retrieve all HP and MP.-Once you induce the alchemy pot, do not buy any armor or weapons until you have searched the city shelves for new recipes. You're going to end up saving yourself a lot of money.-How do erik and Sylvando builds? Actually, you'll want to build around what you plan to do with the hero. If you have the hero using swords in one hand, you don't want Erik using boomerangs. You just aren't going to do enough damage to bosses fast enough, especially if you have stronger monsters. These are best used in conjunction with large swords. I had to re-spice my hero into the big swords because the damage I was doing wasn't cutting him while Erik was using boomerangs. Basically, if you have a 1H sword hero, you'll really want Erik to use knives. Knives and whips are very nice because they have a ton of attacks that hurt the most can give an affliction of status. The whips have an attack that damages all enemies in one group and has the opportunity to dazzle them and another that can confuse them. They are very nice. For Erik, Boomerangs have a move that they are good at against metal enemies, including almost constantly doing 2 damage to metal limes and their later playing skills help alleviate the less damage they do.-Boomerangs in the past did gradually less damage to all the enemies they were hitting in past games from left to right. A good change is that now you can choose who gets the primary damage.-Just to prepare people, the game takes its time, but it's never what I would say slow. Don't expect to get all the things you expect to get or get to as many places as fast as you would in most games. The walk takes its moment, but because something is always happening and there is always something to do, never -feels- slow. Just set your expectations appropriately.-This one can't hit yours right away, but I could only as time goes by: Should I use Serena? It kind of makes you feel that way and you kind of get what I mean during the first 30 hours or so of the game. In many DQ games with many party members, they usually give you two physical options, two mage options, and two healing options. Here, you were given a person who seems to be your only healer healer and two characters with mixed skills (Erik and Sylvando) and a Wise (Rab) who has offensive and healing magic. As a result, options for your team to have a magician and a healer often feel like Serena/Veronica or Rab/Veronica. However, in case you want your team on the longrun not to rely so much on having two magicians, consider that Sylvano on the line can learn Hustle Dance and Sylvando can learn Salvation Staff. Sylvando can also do certain things that Serena can do, such as using wind spells and speeding up as well. It's good to note considering Erik, Sylvando and Jade are such unique characters in terms of personality and play that having to rely on an old kind of priestess feels boring. Page 2 comments Page 2 24 comments Game start in a few hours ! Can you guys give me the best first game tips to make the game much smoother to play ? Thanks guys, it's the best ! Page 2 comments I played DQVIII when I was younger, so I know the basics like talking to everyone, checking all the dead by chests etc, I'm looking for more advice on things to consider in this specific game. Thanks in advance guys! Hi guys, so I'm reading around the web and looking at a bunch of guides regarding complexions, skill tree, etc. There is a great mix in some suggestions to go with 2h Big Sword and some to stay with 1h since you get the ability to double wield them. I'm at a loss here, which you guys recommend going with please?PS I'm still at the beginning of the game, just lv5Page 2 comments Hey! Finally I'm starting DQ XI and would love to know what was your favorite guide that help you make decisions such has which skill tree to first choose etcPage 2 comments There are a lot of new people starting DQ XI as well as starting the DQ series for the first time, and we're already starting to see a lot of questions about how to build the characters. I've beaten the game on tougher enemies as well as beat most of Law 3, and also did a lot of research on what people were saying about skills, so I dropped that I can give pretty good advice on how to build the characters. I'm not going to pretend that this is the absolute way to build them, but you're sure to be able to get through the game if you follow that, so it should be really helpful if you don't want to do all the work figuring out what to do on your own. So without futher ado, here are my suggested constructions: Herol much prefer great words in hero to dual swords or sword and shield. He has a decent amount of survival even without a shield (Greatsword Guard + decently high defense), and the additional damage that great words do helps It's a shame that the sword of light is a one-handed sword and not a sword of grains, but it's overcome by the great words you can get until the end of Act 3.Act 1: Get flame slash so you can

use the power to kill broken down pep with Erik (much higher to steal the rare item). Get Helicopter if you want aoe, otherwise get Sheet unfreezed by strong one-goal attacks (I never got Helicopter and did well without it, but some people like it). Unpant Blade is Greatsword's best one-goal skill (Sword Dance doesn't count because it doesn't classe as Great Words) and remains useful until the end of Act 2, when you can get the sword dance (and even then the sword dance is only a little better). Unseen Blade if you haven't already. Whatever you want, anything else is less important. Strength +25 and Gigasmash are good choices (although Gigasmash is useless in Act 2 once you get Quadraslash since this is much better). Auto 2Learn Charm +40 for the 10 good P, then reset the match tree. The hero is extremely heavy skill point, so these extra skill points are well worth it. Get Pep up. It is extremely useful because almost every Pep Power requires the hero to be a part of it. And being snatched increases your stats, so you can pep him just to increase the damage he does.??? This is the point where I went for Kazap, but ended up not being worth it because of its huge COST of MP. Going for Zapple instead might be worth it, but I'm not sure if it will do enough damage worth using over Quadraslash. I'm not sure what else I would try to accomplish at this point. Omniheal is also too expensive to use more than once or twice, and if he does I wouldn't have any deputies to attack, so I'd avoid getting it until Act 3 (I beat the final head well without him). You could get Kazap anyway as it is extremely useful for Harna's wheel (without it or Gigagash it is probably impossible to make the final challenge in Act 2 on the turn limit without being more levelled). Or you could start working on getting sword dance. Act 3Get Kazaple and Omniheal in any order you want. Both can be quite useful, but they are a little harder to use up to high levels because of the cost of MP. Act 3 is where you start having enough MP to use them. Get dancing swords. I've tried the numbers and it does almost exactly the same damage as Debridled Blade, but can criticize and unbridled Blade can't so it's worth updating it when you can save the skill points. Fill the rest of your skill tree in any order you want. ErikKnives are the best for him. He can do a ton of one-goal damage with them. Some people like boomerangs for him for Act 1 because he has no other way to do it, but I find that they do pretty pathetic damage and have very poor accuracy. Because of this, I think it's best to keep it focused on And unique target DPS for bosses and let the other characters with better aoe attacks clear normal enemies. Auto 1Get Half an inch first so you can steal stuff and use the broken down Kill Pep Power. Target for sleeper hit and persecutter or Cobra Strike and victimizer. These combos allow Erik Erik to massive damages. The difference is that one is based on sleep being inflicted and one is based on the poison being inflicted. You can get the dream one faster (you need fewer skill points), but it's much harder to get the combo out since the enemy can be woken up by your ally's attacks. Instead, the poison combo is much easier to use, but it gets it later. And since Erik only becomes really helpful in dealing with the damage once he gets one of his combos, will it be a bit useless any longer? Get Dual Wielding so you can wield two knives, allowing you to do more punches and lift your damage. Get Split to help you lift your damage even more. Auto 2Get sticky fingers. The increase in theft is very nice in Erik.Get Nastier Knives. This helps you set up your combo faster due to the increased likelihood of landing status effects. You can also get this first and then get sticky fingers if you don't steal it so often. Get a critical claim. This move takes a ton of MP, but is a guaranteed critical achievement. It's the main use is to kill metal limes, and you're likely to see some in the final dungeon of Act 2, so it's good to have. Act 3Get dually deadly. This ability eliminates the penalty for Dual Wielding, which allows Erik to do more damage. He now has all his important skills, but working on Boomerangs now isn't a bad idea, as it will give him some aoe damage (although his other party members will still do much better aoe damage). VeronicaShe is your typical extremely splashy wizard with a deep MP pool and powerful spells. Don't whip as they won't do you any good. She can already do it with her spells, and they will deal much better with the damage. She also has tons of deputy, so she will rarely be in danger of running out and won't have to try to keep it. Act 1 There is nothing particularly useful in your skill trees in Act 1, so you can grab whatever. It might be worth dipping into her vim tree to catch resistance increases though, as she is extremely elusive. Anger Channel can also be helpful. Car 3Get Maximum MP +30 for the 10 bonus PLearn Kaboomle. This is his most useful spell. It deals tons of damage to all enemies. Learn Lovely Echo. He has a decently high chance to cast his spell for the second time at no extra cost, which is insanely helpful. Fill the rest of the vim tree. Fill your tree with heavy rods. There are some useful stats increases there and other unhelpful things. Get Pep Chance +10% and Pep-Up Power-Up. These are the last useful things in your skill tree. Fill the rest of your whip tree for the award, SerenaShe is a healer, pure and simple. She will never be able to do a lot of damage, but she will outdo it in healing, buffing, and state prevention (with the exception of Law 2 where her skill tree is different, allowing her to treat large DPS as well). Most of all she will only use it for bosses (except in Law 2), but she is excellent there. Sylvando is a better healer than her in Act 1, but I used the side by side often with him healing and his Snap, Crackle, Poof app to all, since many of the bosses are very status heavy. I have Dual-Wielding for her at one point, but ended up never really using it. I prefer it with a shield (or a heavy rod) instead of double rods. It is worth noting, however, that some people argue that the effects on Act 3 Rods make it worthwhile in Act 3.Act 1Learn Snap, Crackle, Poof. It's super important for numerous head fights. Serena doesn't have too many other useful things she can learn in Act 1 (she gets her most useful spells just from levelling off) but Hymn of Fire and Ice are probably nice to get. Otherwise, you just have to get whatever. Act 2Learn Enchanting Echo. He has a decently high chance to cast his spell (both healing and offensive) for the second time at no extra cost, which is insanely helpful. Get grace from the Godsend. It resurrects her if she dies for 5 laps after her cast, which can be helpful. Learn Pep Chance +10%. This is probably the most useful of things left. Act 3Get Divine Restitution, Kaswooshle, Grace of the Godsend, and Divine Intervention. These are your most useful skills, and you should be able to get most of them right away. Get doleful Dirge. It reduces elementary resistance, which helps increase the damage of your other characters. Fill harpistry trees and spears in any order you consider best. Get Dual Wielding to finish with your skill tree for the award. It's the least useful skill I possess in my opinon (though again, some people would argue otherwise). (continued in comments) Page 2 12 comments

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